HOT-B

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INSTRUCTION BOOKLET

SNS-AB2E-USA

BASSIN'S® Black Bass®

HOT-B

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING! PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM® OR GAME PAK.

HOT-B USA would like to thank the following organizations and individuals for their assistance in the creation of
BASSIN's BLACK BASS With Hank Parker

HANK PARKER
BASSIN' Magazine and the entire staff at NatCom Inc.
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BERKLEY (Outdoor Technologies Group)
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1. HOW THE TOURNAMENTS WORK

The four progressive bass tournaments are outlined below.

STAGE I: LOCAL AMATEUR TOURNAMENT

- Fifty amateur anglers.
- Held two times per year.
- One-day tournament at Green Valley Lake.
- Winner must have the highest cumulative Black Bass weight.
- Top three anglers qualify for the Amateur Bass Championship.
- If you do not qualify, you must try again next season.

STAGE II: AMATEUR BASS CHAMPIONSHIP

- Eighty amateur anglers.
- Held once a year.
- One-day tournament at Onyx River.
- Winner must have the highest cumulative Black Bass weight.
- Top three anglers qualify for the Pro Bass Tournament.
- If you lose, you return to the local level.

STAGE III: PRO BASS CHAMPIONSHIP

- Eighty professional anglers.
- Held three times a year.
- One-day tournament at Bronze Lake.
- Winner must have the highest cumulative Black Bass weight.
- Top Three anglers qualify for the Bassin' World Championship.
- Hank Parker will compete in this tournament.

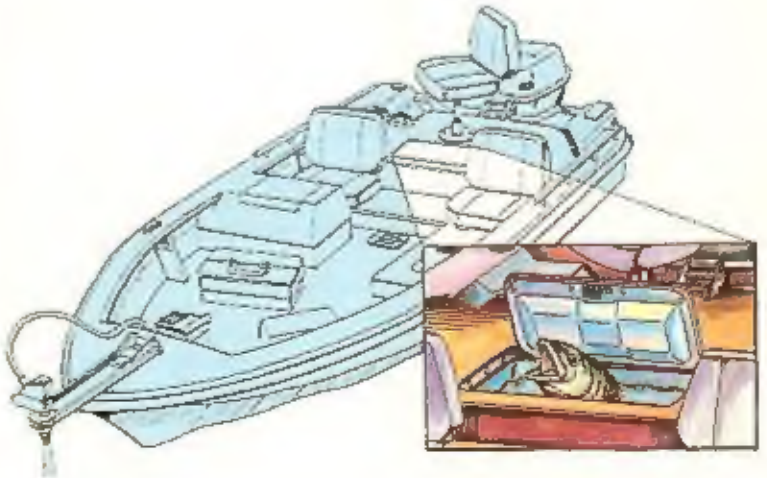
STAGE IV: BASSIN' WORLD CHAMPIONSHIP

- Thirty professional anglers.
- Held once a year.
- One-day tournament at Bluestone Lake.
- Winner must have the highest cumulative Black Bass weight.
- Top Three anglers are honored in the final celebration scene.
- If you lose, you may try again at the next Pro Bass Championship.

Your goal is to work your way through the amateur ranks and become the BASSIN' World Champion. You CANNOT skip through the ranks to other tournaments or lakes without completing the tournaments in the appropriate order.

TOURNAMENT RULES

1. Tournament hours: 7:00 a.m. to 4:30 p.m.
2. Only Black Bass will be included at the weigh-in.
3. Total weight determines your ranking.
4. A maximum of five (5) Black Bass may be kept in the livewell.
5. Extra fish should be culled.
6. A 1 lb. penalty is assessed for each minute an angler is late to weigh-in.
7. If you are more than 20 minutes late, you will be disqualified.
8. If your boat is damaged, you must return to the marina and weigh-in.



2. STARTING THE GAME

Make sure the Power switch is OFF. Insert the Game Pak into the Super Nintendo Entertainment System Control Deck and turn the Power switch ON.

After the demonstration mode, the title screen will appear automatically. Press the START Button. Next, select one of the following options.

START GAME VIEW RECORD

Press the Control Pad Left/Right to select. Enter your choice by pressing the A Button.

START GAME

When you select START GAME, the following information will appear.

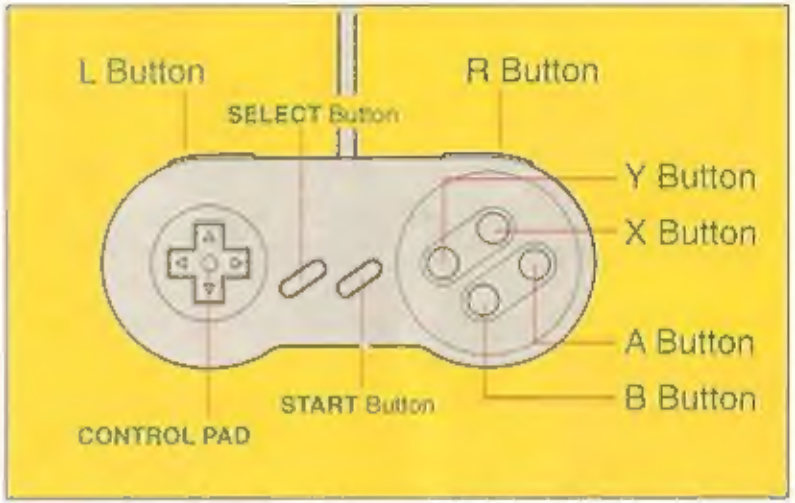
CHOOSE ONE.

REGISTRATION: Tournament registration and Start a NEW GAME/ CONTINUE A GAME.

ARRANGE DATA: COPY or ERASE existing tournament data. Press the Control Pad Left/Right to select and then press the A Button to enter.

Press the B Button to cancel your choice.

3. CONTROLLER



Moving the boat

1. Steer the boat ..... Press the Control Pad Left/Right
2. Accelerate ..... Press the A Button.
3. Reverse ..... Press the B Button.
4. View Icons ..... Press the X Button.
5. Pause ..... Press the Start Button.

Casting

1. Casting ..... Press the A Button twice.
2. Thumbing ..... Press the B Button.
3. View Icons ..... Press the X Button.
4. Pause ..... Press the Start Button.
5. Show more detail ..... Press the Select Button.
   (Press the Select Button again to remove detail.)

Reeling in the line

1. Angler & Rod Movement ..... Move the Control Pad Left/Right or Up/Down.
2. Reel in the line ..... Press the A Button.
3. Thumbing the line ..... Press the B Button.
4. Pause ..... Press the Start Button.
5. Reel in Quickly or cut the line ..... Press the A and the B Buttons together.

4. REGISTRATION

If you choose **REGISTRATION**, you can either begin a new game or continue an existing game.

A. **CONTINUE A GAME:** Select an existing record. This enables you to resume a game that you have already started.

B. **NEW GAME:** Select an EMPTY data field and begin the REGISTRATION process.
If an empty data field is not available and you want to start a **NEW GAME, you will have to use the ARRANGE DATA screen to ERASE an existing player file.

The initial **REGISTRATION** process is comprised of the following elements:

a. Input your name.

You can enter up to seven characters of your first name and seven characters of your last name. If this is not enough, you will have to shorten your input.

Press the Control Pad to select a character and then press the A Button to enter your choice. When you are finished entering your name, select END and continue with the REGISTRATION process.

b. Choose male or female.

c. Input more detail?

NO .....Begin the Tournament Introduction.
YES.....Choose additional player attributes.
i. Right Handed or Left Handed
ii. Glasses
iii. Style

Press the Control Pad Up/Down to select and then press the A Button to enter.

The Tournament Introduction will begin after you complete these selections.

5. ARRANGE DATA

The following screen will appear when **ARRANGE DATA** is selected.

CHOOSE ONE

COPY .....Copy an existing file to one of the three fields.

ERASE ....Erase an existing file. Create an EMPTY file. Press the Control Pad Up/Down to select an option and then press the A Button to enter.

A. **COPY:**
a. Select a record to COPY.
b. Select an area to store the record.
c. Confirm choice.

You will be asked to confirm your choice once you have entered your selection.

IS THIS OKAY?

YES .....Data will be copied to the new area.
NO .....Introductory screen will appear.

CHOOSE ONE
REGISTRATION
ARRANGE DATA

B. **ERASE:**

a. SELECT ONE TO ERASE

b. Confirmation:

IS THIS OKAY?
YES
NO

**EMPTY will appear once the data field has been erased.

6. VIEW RECORD

The following screen will appear when **VIEW RECORD** is chosen.

CHOOSE ONE:
OFFICIAL
UNOFFICIAL

(Press the Control Pad Left/Right to select and then press the A Button to enter.)
*These records will remain even if you erase the player's record.

OFFICIAL RECORD

Shows the best weight totals from past tournaments and the top catch for each species of Black Bass. Three species of bass are included in this game: Largemouth, Smallmouth and Spotted. All of these fish are considered Black Bass and are the only fish that are allowed to be weighed-in and kept in the livewell.

The following will be displayed once the specific record is displayed.

VIEW OTHER RECORD?
YES.....Select another record.
NO.....Go back to the title screen.

UNOFFICIAL RECORD

Shows the best weight (estimated) for each type of fish caught in past tournaments. In addition to Largemouth, Smallmouth and Spotted Bass, Crappie, Bluegill, Walleye, Northern Pike and Catfish are included. This record shows the best estimated weight for each type of fish when they are landed.

After the unofficial record is shown, the following screen will appear.

SELECT ONE RECORD.
OFFICIAL
UNOFFICIAL

Press the B Button to return to the title screen if you would like to **start or continue** a game.

7. FISHING!

There are two main screens that you will use to fish: **Lake Map** and **Casting/Fighting the Fish**.

A. LAKE MAP SCREEN:

This screen provides you with an overhead view of the boat on the lake and allows you to access valuable fishing information.

Moving the boat:
Steer the boat .....Press the Control Pad Left/Right.
Accelerate.....Press the A Button.
Reverse .....Press the B Button.
View Icons.....Press the X Button.
Pause.....Press the Start Button.

OPTIONS: Press the X Button and the following icons will appear.

CAST.....Go to the Casting Screen.
WELL .....Review the Livewell information.
INFO.....Information regarding the tournament.
QUIT.....Quit and save the tournament in progress.

Press the B Button to remove the icons from the screen.

The elements of the **LAKE MAP SCREEN** are listed below.

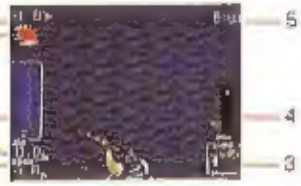
1. Current Tournament Time.
2. Current Water Temperature. (Displayed when the boat is stopped.)
3. Current Weather Conditions.
4. Fish Finder: Shows the bottom of the lake and the fish that are present. An audible is sounded whenever fish are detected.
5. Lake Map Outline: Shows the position of the boat on the lake.

**The Lake Map Outline area for the screen will display the present Fishing Point once the X Button is pressed and the four icons appear.

CASTING SCREEN

Select **CAST** from the icons that are shown at the top of the **Lake Map Screen** to go to the **Casting Screen**.

The CASTING SCREEN contains the following basic elements.



1. Line Length
2. Lure Depth
3. Lure Type
4. Power Meter (Shows the strength of your cast and the power of your reeling.)
5. Current Tournament Time

If you press the **Select Button**, three more items of information will be added to the Casting Screen. (Items 6, 7 & 8)
**Press the Select Button again to remove these additional elements.

6. Current Water Temperature
7. Current Weather Conditions
8. Lure Position/Casting Area Indicator

The following three icons will appear at the top of the Casting Screen when the **X Button** is pressed. **(MOVE, LURE, MARK)**
**Press the B Button to remove these icons from the screen.

Press the Control Pad Left/Right to select and then press the A Button to enter.

MOVE

Takes you back to the Lake Map Screen.

LURE

Enables you to view your tackle box and access the different lures that are available. You start with two lures of each type, one brightly colored and another naturally colored. There are opportunities to gain additional lures as you proceed through the tournament.

NOTE: If you run out of one type of lure, it will be replaced in the next tournament. If you lose all of your lures, you must return to the dock and weigh-in.

The following choice will appear when you Select **LURE**.

ATTACH LURE .....Select a lure and color.

VIEW INFO .....Review lure information.

MARK

Enables you to scan the casting area and mark where you want to cast. Find a good fishing spot and cast your lure to an area near the fish. Press the Control Pad to move the mark to the desired location and then press the A Button.

A red arrow will indicate the desired casting direction. A pink mark on the power meter will indicate the casting power that is necessary to reach your target.

The casting area indicator (Item #8) gives you a perspective of the approximate distance that you will need to cast.

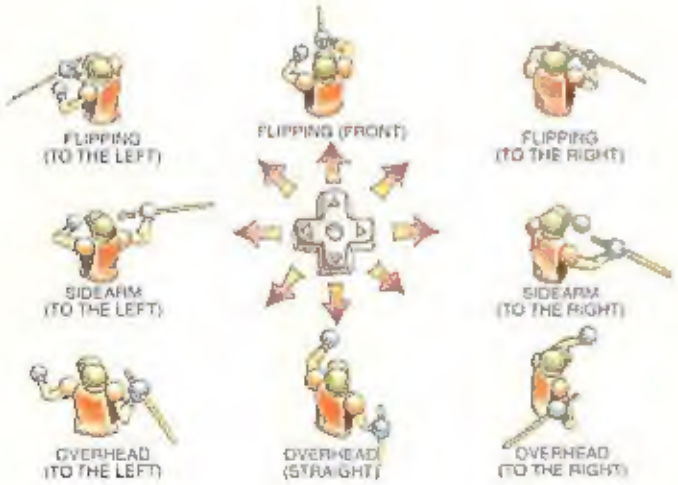
CASTING

Press the A Button until the desired power is attained on the meter. Press the A Button again to cast the lure. Your casting style and distance can be modified by using the Control Pad. (See Casting Diagram)

Thumbing the line just before the lure hits the water allows you to stop the lure at the spot you desire. This technique will assure the quiet entry of your lure and prevent the line from tangling in the reel.

**Press the B Button just before the lure hits the water.

Be careful when you cast. Don't hit any obstacles when you cast or you may lose your lure. Use the MARK function (pg. 12) to scan the casting area for obstacles before you cast.



8. RETRIEVING THE LURE/FIGHTING THE FISH

Once you have cast the lure and it has entered the water, you may begin to reel in the lure.

Reeling in the line

Reel in the line .....Press the A Button.

Swing the rod .....Press the Control Pad Left/Right.

Pull up on the rod .....Press the Control Pad Downward. (Left/Right/Straight)

Reel in the Line Instantly or cut the Line .....Press the A and the B Buttons together.

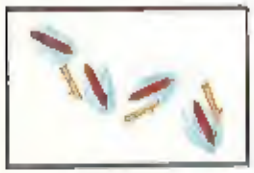
When you reel in the line, use the Control Pad to choose which side you face when you are reeling. (Left/Right/Straight)

When you reel in the line, the power meter indicates the power of your reeling.

Retrieving the lure

Presenting the lure to the fish is very important. It is necessary to move the lure in a realistic manner. Each lure needs to be presented in a slightly different way to accentuate its individual characteristics.

Scan the casting area with the MARK command so that you can assess the type of lure that is needed and check for any existing obstacles.



Fighting the fish

BETTING THE HOOK! When the fish attacks the lure, the lure indicator will shake. Swing the rod Left/Right or pull up on the rod to set the hook.

*If the hook begins to loosen while you are fighting the fish, the lure image will shake. Quickly pull up on the rod several times to avoid losing the hook.

*The exertion of the angler is shown as a bar meter pointing downward. The fish's exertion is shown as a bar meter pointing upward.

*The color of the meter indicates the strength level of the fish or the angler.

BLUE = STRONG
YELLOW = BEGINNING TO FATIGUE
RED = WEAK

THE POWER METER WILL FLASH WHEN THE LINE IS AT THE BREAKING POINT.

9. HOW TO END THE GAME/QUIT

Go to the Lake Map Screen and press the X Button to bring down the icons. Select **QUIT**, the fourth icon, and the following screen will appear.

READY TO QUIT?

YES .....The tournament in progress will be saved for future use.

NO .....Go back to the Lake Map Screen and continue the game.

WEIGH-IN

Maneuver the boat back to the dock (starting point) when you are ready to weigh-in. The following screen will appear once you have reached the end of the berth.

WEIGH-IN?

NO .....Resume current tournament.
YES .....Ends the fishing day.

Everyone will be notified that it is time to weigh-in. Your total catch will be reviewed when the fishing day is over. The top three anglers will be highlighted at the weigh-in.

After the weigh-in you will be asked:

SAVE RECORD?

YES .....Save and go to the beginning of the appropriate tournament.
NO .....Go back to the tournament beginning without saving your record.

NOTE: The estimated weight of the fish when it is caught may be different from the official weight at the weigh-in.

10. LAKES

STAGE I
Green Valley Lake

This flourishing natural lake abounds with lily pads, reeds and weeds. The northeast corner of this lake holds an abundance of small to mid-sized Black Bass. The Black Bass congregate near the shore trees when the water gets warm. Most of the bass are lurking in the heavily vegetated areas. If you see a large fish lumbering in the depths, chances are that it is a Northern Pike or a Walleye.

STAGE II
Onyx River

The muddy waters of this meandering river move slowly. Largemouth and Spotted Bass hide in the deep pools near the rocks and the piles.

STAGE III
Bronze Lake

The deep canyons that were dammed and flooded to form this lake were once strewn with homes, structures and trees. Now these submerged obstacles are home to many large Smallmouth Bass. You will have to use your best techniques to lure the big bass out of their sheltered homes in the deep, cool waters.

STAGE IV
Bluestone Lake

This famous bass fishing lake is known for its warm water and an enormous variety of fish. Everyone lands lunkers at this lake which is located near the city. You will really have to haul in some giant bass to make the top three.

11. LURES

The following is a brief description of the sixteen different types of lures that you can use. Each of them comes in two colors.

CRANKBAIT — This is the most popular sink lure. The lip near the tip of the lure makes it dive, and the rounded shape of this lure creates a rumble when it moves through the water. To get the best action out of this lure, you should alternate reeling and stopping (sink & float).

PLASTIC WORM — This lure resembles a real worm and is good for most conditions. The hook is hidden in the plastic which allows it to glide easily through vegetated areas. Make it wiggle and jiggle like a real worm to get the lunkers to hit.

PENCILBAIT — This thin surface lure imitates a weakened fish near the top of the water. Swing the rod while you are reeling to attain the most realistic movement.

LURES (continued)

SPINNERBAIT — This lure combines a jig and a metal blade. The blade reflects and creates a noise that attracts the lunkers. Move the rod while you are reeling to get the attention of the bass.

FROG — Like a frog dangling its legs, this float lure slides easily through the weeds and the lily pads. Make it swim left and right, and let the legs dance!

SWISHER — This float lure is also referred to as the propeller bait. The splash of the propeller lures in the big bass. To get the best action on this lure, take up the line in small increments.

BACKTAIL JIG — This sink lure has a plume that covers the hook. Crappie, Bluegill and small bass love this one.

MINNOW — This lure dives when you reel. Its wobble imitates struggling baitfish near the surface of the water. Slowly reel in the line while swinging the rod to entice the fish.

JIG-&-PORK BAIT — Lure the lunkers with pork flavor. Use fluid motions and let this lure glide to the bottom. Slowly reel in the line.

GRUB — This lure is made of soft plastic and has a hooked tail. The hook is hidden by the body of the lure and it is weedless. This squirming lure is good for small bass.

VIBRATING LURE — This lure imitates a noisy baitfish. The bass love the sound and shape of this loud, lipless, slant-head lure. Use it when the bass are feeding on baitfish.

TUBEBAIT — This lure is a slender tube that resembles a squid. It is weedless! The lunkers will hit when you flip this one near the weeds or the shallow water.

SPINNER — This lure is considered a classic among bass anglers. The blade reflects and creates a sound that attracts the big ones when you reel in the line. Swing the rod while you are reeling to make this one dance.

NOISY BAIT — The two wings on this lure create a turbulent splash that attracts the lunkers.

CRAYFISH — This lure is a lobster-like sink lure that will haul in Smallmouth Bass and lunkers.

BUZZBAIT — This is a float lure with a blade and a jig. While it moves through the water, it produces a buzzing sound that attracts shallow water bass.

12. FISH

LARGEMOUTH BASS — This is a powerful, large and elusive species of Black Bass that anglers love to catch. The Largemouth bass always puts up a good fight and can be very cunning. This fish receives its name because of its large mouth that extends past its eyes.

SMALLMOUTH BASS — This fish is agile in the water and possesses a great deal of strength and intelligence. It is hard to outsmart a Smallmouth. Many anglers dream of fighting this fish!

SPOTTED BASS — This fish is named for the rows of small black spots that are found on its lower sides. This species of Black Bass is not as large as the Smallmouth or the Largemouth.

BLUEGILL — This fish prefers highly vegetated lakes and ponds. It is easily recognized by its compressed body and pointy pectoral fins.

CRAPPIE — This popular and abundant sport fish is found in vegetated lakes and ponds.

WALLEYE — The big mouth and sharp teeth make this pointy-faced fish a real scrapper. The Walleye can grow to reach three feet in length.

NORTHERN PIKE — This large, powerful fish is popular with anglers and can reach four feet in length.

CATFISH — This bottom dweller is easily identified by its cat-like whiskers or barbels on its face. This fish is common in most U.S. lake and rivers.

13. FISHING TIPS

Moving the lure

Every lure displays certain characteristics when it moves through the water. Your goal is to make the artificial lure behave in a realistic and tantalizing manner.

Swinging the rod can create slack in the line. Reel in the slack by pressing the A Button.

Reeling in the line

Watch the bar meter carefully when you are trying to land a large fish. If the tension on the line is too great, the meter will flash and the line may snap.

When the fish jumps or thrashes in the water, release the A Button or the line may snap.

If your line becomes snagged, swing the rod left and right. You may have to cut the line by pressing the A and B Buttons at the same time if the line is difficult to retrieve.

Bass Habits

Work the casting area from one end to another to seek out the bass.

If a fish shakes the hook loose, it will be wary next time. Consider moving to a new fishing spot.

GLOSSARY OF TERMS

ACTION.....The movements of a lure in the water.
BAIT.....Any number of objects used to entice bass into striking.
COVER.....Anything that a bass can use to hide in or under.
DROP-OFF.....A sharp change in the water's depth.
FISH FINDER.....A sonar unit that displays underwater objects, including fish.
FLIP.....A casting technique where you "flip" your lure out with an underhand motion.
LINE TENSION.....The tautness of a line caused by hooking a strong fish or a line snag.
LIVEWELL.....An on-board fishing tank that keeps the fish you have caught alive.
LUNKER.....A trophy-sized bass.
PRESENTATION.....Lure movement methods designed to cause a fish to strike.
RETRIEVE.....Method of reeling in the line.

14. CATCHING A LUNKER

Lunker bass are set in their feeding times and their habits. During most of the day they rest deep in the water and don't move.

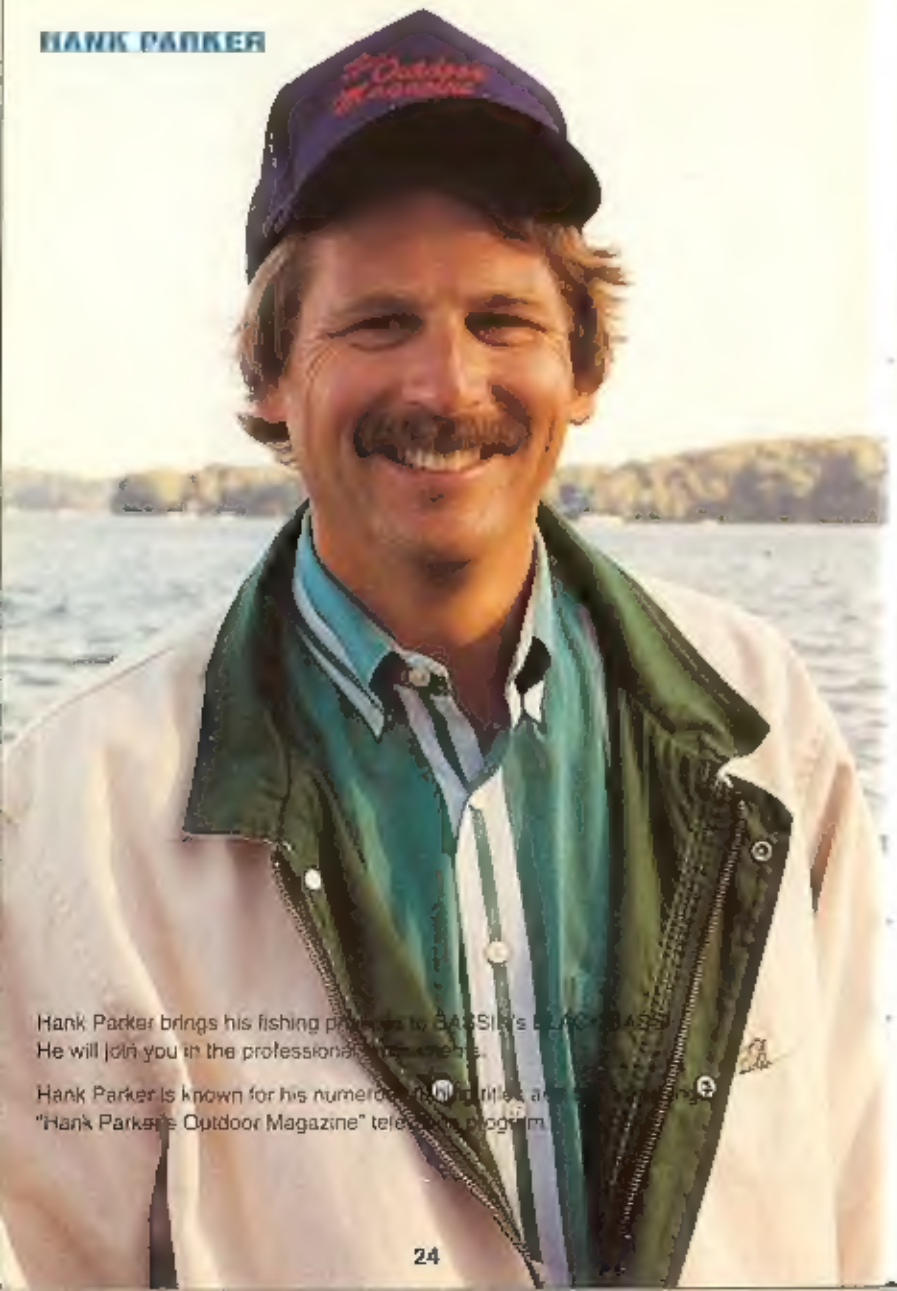
Lunker bass are not easily attracted to artificial lures. Chances are that the bass may have been caught and released before. Try to make your lure movements as realistic as possible.

Enticing a lunker to strike takes skill. Choose the proper lure, work it effectively and, above all, BE PATIENT. Most of the older, bigger bass will not be easily fooled.

Lunker bass lay deep in the waters and do not move much. If you see a shadow that may be a lunker, cast your lure a little beyond it and reel in the line. Repeat this several times, and change your lure, lure color and lure movement if necessary. You will see a murky cloud and the bass will begin to move if you move your lure correctly.

Some of the lunkers weigh more than 20 lbs. Don't think it will be easy to reel one in. The best method of tiring him out is by making sure he never gets much of a chance to rest.

HANK PARKER



Hank Parker brings his fishing p[illegible] to BASS's E[illegible]
He will join you in the professional [illegible]

Hank Parker is known for his numero[illegible] a[illegible]
"Hank Parker's Outdoor Magazine" tele[illegible] program.

90-DAY LIMITED WARRANTY

HOT-B USA, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, HOT-B will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify HOT-B USA Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (415) 567-9501, and leave a message.
3. If the HOT-B Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number of the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of purchase (UPC code) within the 90-day warranty period to:

   HOT-B USA Inc.
   1255 Post Street, Suite 1040
   San Francisco, CA 94109

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

- Repairs/Service after Expiration of Warranty

If the Pak develops a problem requiring service after the 90-day warranty period, you may contact the HOT-B Technical Support Dept. at the phone number noted earlier. If the HOT-B Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for HOT-B to repair or replace the PAK and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to HOT-B, and enclose a money order payable to HOT-B USA Inc. for the cost quoted to you. If after personal inspection, the HOT-B Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

- Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL HOT-B BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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